**3 billion lives will end on Judgment Day and The War Against the Machines will begin.**

**Terminate the T-1000... or it's hasta la vista, baby!**

You can change history- if you believe in no fate

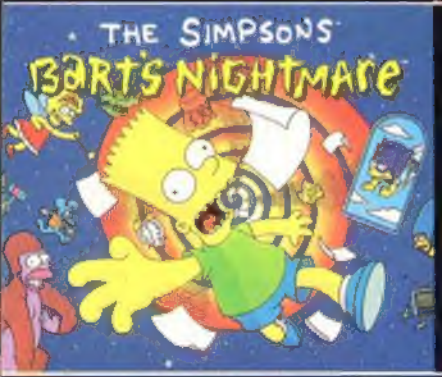
Blast open the T-1000 like a tin can with your 10 gauge shotgun

**When Spider-Man teams up with the X-Men, you know there's trouble... especially when the villainous Arcade has revenge on his mind!!!**

SPIDER-MAN X-MEN ARCADE'S REVENGE

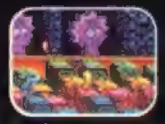
Web-slinging, wall-climbing action required to get out of this mess

Wolverine's razor-sharp Adamantium claws slice through this thug-in-a-box




***If you've got too much homework, do what Bart does - go to sleep instead!***

***Join "Bart's Nightmare" and zoom through the sky as Bartman, enter the world of Itchy and Scratchy, battle Homer Kong and more!***



The Blue Demon is no match for you in the Temple of Maggie

Bartzilla's not just big and green... he's angry!

SUPER NINTENDO ENTERTAINMENT SYSTEM

Acclaim entertainment, inc.

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SNS-A3-USA-1

# ALIEN 3

## INSTRUCTION BOOKLET

SUPER NINTENDO ENTERTAINMENT SYSTEM

*WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION AND PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.*




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## URGENT COMMUNIQUE

F161-C-WYCORP-NTCMCN-01500 ...URGENT...CODE RED ALERT...MULTIPLE XENOMORPH PRESENCE CONFIRMED ON FIORINA 161...SEVERAL PRISONERS CONFIRMED DEAD...NESTING ACTIVITIES SUSPECTED NEAR DISABLED CENTRAL POWER GENERATORS...PRIME DIRECTIVE: DO NOT DESTROY XENOMORPHS...PRISONERS ARE EXPENDABLE...REPEAT: DO NOT DESTROY XENOMORPHS...PRISONERS ARE EXPENDABLE...RESCUE SHIP DISPATCHED... ETA: 12 HOURS...WEYLAND-YUTANI NETWORK COMCON 01500 OUT...ENDMSG



## THE ALIEN HORROR LIVES...AND THRIVES!

YOU ARE RIPLEY, A C-3 GRADE LIEUTENANT FOR THE WEYLAND-YUTANI CORPORATION. AFTER BARELY SURVIVING AN ENCOUNTER WITH THE ALIEN XENOMORPH LIFE FORMS, YOU WERE RETURNING TO EARTH IN HYPERSLEEP ABOARD YOUR SHIP, THE SULACO. THE SULACO MALFUNCTIONED, JETTISONING THE EMERGENCY ESCAPE VEHICLE WITH THE CREW'S CRYOTUBES TOWARDS FIORINA "FURY" 161, A NEARLY ABANDONED MAXIMUM SECURITY WORK PRISON DEEP IN SPACE. YOU AWOKE TO FIND YOURSELF STRANDED ON THIS ISOLATED PLANET, THE ONLY SURVIVOR OF THE CRASH.

THE ONLY HUMAN SURVIVOR, THAT IS.

BECAUSE THE ALIENS YOU THOUGHT YOU'D LEFT BEHIND, THE LIVING NIGHTMARES YOU'D HOPED, YOU'D PRAYED, YOU'D NEVER SEE AGAIN ARE WITH YOU. AND THE HORROR YOU THOUGHT WAS OVER IS BEGINNING ANEW.

SOMEWHERE IN FURY 161, A QUEEN ALIEN IS SPAWNING DOZENS, IF NOT HUNDREDS, OF OFFSPRING THAT FEED ON FLESH. THE ALIEN EGG PODS ARE EVERYWHERE, BUT THAT'S ONLY THE START OF YOUR PROBLEMS. THE ALIENS MULTIPLY BY INVADING HUMAN BODIES AND GROWING INSIDE THEM, AND THEY'VE KIDNAPPED THE ENTIRE POPULATION OF FURY 161!

YOU'VE LIVED THROUGH THIS ONCE BEFORE.



SOMEHOW, YOU SURVIVED. NOW, YOU MUST FACE THE ALIENS AGAIN, AND STOP THEM ONCE AND FOR ALL!

ARMED WITH YOUR WEAPONS AND YOUR WITS, YOU ARE ON A MISSION OF SURVIVAL. YOUR

OBJECTIVES ARE CLEAR: FREE THE PRISONERS THAT HAVE BEEN TRAPPED IN ALIEN COCOONS, ELIMINATE THE ALIEN OFFSPRING THAT ARE INFESTING FURY 161, AND DESTROY THE QUEEN NESTING DEEP WITHIN THE PRISON. IF THIS WEREN'T ENOUGH, ALL OF THIS MUST BE COMPLETED BEFORE THE WEYLAND-YUTANI SHIP ARRIVES AND GIVES THE XENOMORPHS AN OPPORTUNITY TO ESCAPE AND INFEST OTHER WORLDS.

YOU ARE ENGAGED IN THE MOST FRIGHTENING LIFE OR DEATH STRUGGLE IMAGINABLE, AND THE ODDS ARE STACKED AGAINST YOU.



## BEFORE YOU START STALKING YOUR PREY

1. MAKE SURE THE POWER SWITCH IS OFF.

2. INSERT THE ALIEN3™ GAME PAK AS DESCRIBED IN YOUR SUPER NINTENDO ENTERTAINMENT SYSTEM™ MANUAL.

3. TURN THE POWER SWITCH ON.

WHEN YOU SEE THE ALIEN3™ LOGO ON THE SCREEN, YOU WILL BE PRESENTED WITH TWO OPTIONS. USE THE UP AND DOWN CONTROL PAD ARROWS TO HIGHLIGHT THE DESIRED OPTION AND USE THE START BUTTON TO CHOOSE ONE OF THE FOLLOWING:

GAME OPTIONS ENABLES YOU TO CHOOSE EASY, NORMAL, OR HARD LEVELS OF DIFFICULTY, AND TO DECIDE WHETHER YOU WANT STEREO OR MONAURAL SOUND.

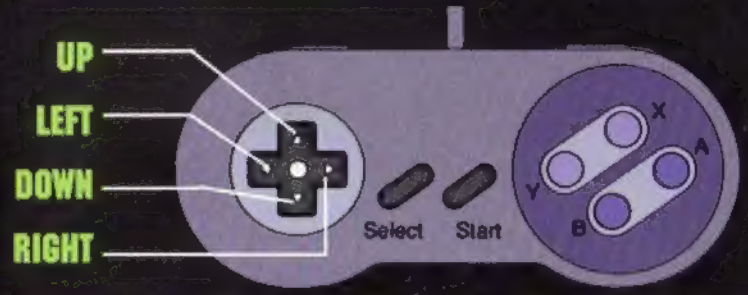
CONTINUE ENABLES YOU TO BEGIN A GAME FROM A LEVEL FOR WHICH YOU HAVE A PASSWORD.

START GAME BEGINS THE GAME IMMEDIATELY.

IF YOU WAIT A MOMENT, CHOOSING NEITHER OF THESE OPTIONS, YOU'LL SOON SEE THE SULACO ON YOUR SCREEN AND WITNESS THE EMERGENCY THAT STRANDED YOU ON FURY 161. WHEN YOU'RE READY TO FACE THE ALIEN HORRORS INFESTING THIS ISOLATED DEEP-SPACE PRISON, PRESS THE START BUTTON.



# YOUR CONTROLS




TO WALK LEFT OR RIGHT, USE THE LEFT AND RIGHT CONTROL PAD ARROWS.

TO CROUCH, USE THE DOWN CONTROL PAD ARROW.

TO CRAWL TO THE LEFT OR RIGHT, PRESS DOWN TO CROUCH, THEN PRESS THE LEFT OR RIGHT CONTROL PAD ARROWS.

TO JUMP, PRESS THE B BUTTON.

TO CLIMB A CHAIN OR LADDER, USE THE UP CONTROL PAD ARROW.

TO ACTIVATE/DEACTIVATE MOTION TRACKER, PRESS THE SELECT BUTTON.

TO FIRE THE PULSE RIFLE, PRESS THE A BUTTON.

TO FIRE THE GRENADE LAUNCHER, PRESS THE X BUTTON.

TO FIRE THE FLAME THROWER, PRESS THE Y BUTTON.

TO USE THE BLOWTORCH, PRESS THE Y BUTTON, WHILE STANDING IN FRONT OF SOMETHING WELDABLE.

WHEN YOU FIRE A WEAPON, YOUR DISPLAY WILL AUTOMATICALLY SWITCH TO THE ICON OF THAT WEAPON AND INDICATE HOW MUCH AMMUNITION IS REMAINING.

TO SCROLL THROUGH THE AMMO ICONS WITHOUT FIRING THE WEAPONS, PRESS THE L OR R BUTTON.

TO PAUSE A GAME, PRESS THE START BUTTON.

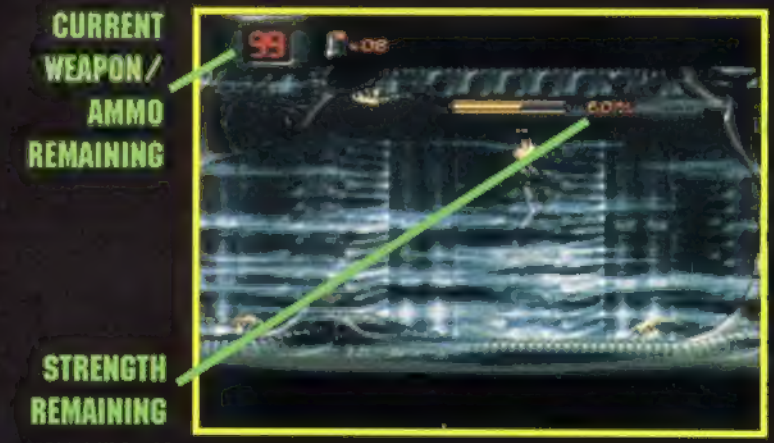
TO RESUME A GAME, PRESS THE START BUTTON AGAIN.

TO ABORT THE GAME, PRESS THE SELECT BUTTON, START BUTTON, L BUTTON AND R BUTTON SIMULTANEOUSLY.



# YOUR STATUS

AS YOU NEGOTIATE YOUR WAY THROUGH FURY 161 IN YOUR QUEST TO DESTROY THE QUEEN ALIEN AND HER NEST OF EGGS, YOU WILL BE HELPED BY HAVING THE FOLLOWING INFORMATION READILY AVAILABLE TO YOU:



## DEFINING MISSION OBJECTIVES: TERMINAL POSTS

AT VARIOUS LOCATIONS THROUGHOUT FURY 161 YOU WILL FIND TERMINAL POSTS THAT WILL HELP YOU TRACK YOUR PROGRESS BY DEFINING SPECIFIC MISSIONS AS YOU NEGOTIATE YOUR WAY THROUGH THE PRISON COMPLEX.

TO ENTER A TERMINAL POST, POSITION YOURSELF IN FRONT OF THE TERMINAL AND PRESS THE UP CONTROL PAD ARROW. YOU WILL BE PRESENTED WITH A LIST OF MISSION OPTIONS.

TO CHOOSE A MISSION OPTION, USE THE UP AND DOWN CONTROL PAD ARROWS TO HIGHLIGHT THE MISSION YOU WANT, THEN PRESS THE X OR Y BUTTON. THE TERMINAL SCREEN WILL THEN DISPLAY A SENSOR SCAN OF THE AREA OF FURY 161 RELEVANT TO THE MISSION, AS WELL AS INFORMATION VITAL TO COMPLETING THE MISSION YOU HAVE CHOSEN. USE THE CONTROL PAD ARROWS TO VIEW THE COMPLETE SCAN. TRAPPED PRISONERS APPEAR AS GREEN DOTS ON THE SENSOR SCREEN.

TO ACCEPT A MISSION OR REVIEW OTHER MISSIONS, USE THE UP AND DOWN CONTROL PAD ARROWS WHEN THE TERMINAL POST PROMPT PRESENTS YOU WITH THOSE CHOICES.

ONCE YOU ACCEPT A MISSION, YOU MAY EXAMINE BLUEPRINTS FOR THE RELEVANT AREA OF FURY 161 OR REVIEW THE MISSION OBJECTIVES BY USING THE UP AND DOWN CONTROL PAD ARROWS.

TO EXIT THE TERMINAL AND RETURN TO GAME PLAY, CHOOSE THE EXIT TERMINAL OPTION ON THE TERMINAL PROMPT.

NOTE: TO SECURE THE SPECIFIC AREA OF FURY 161 YOU ARE EXPLORING, YOU MUST COMPLETE ALL MISSIONS BEFORE MOVING ON TO THE NEXT STAGE OF YOUR EXPLORATION. A TOTAL RECONNAISSANCE OF FURY 161 IS COMPRISED OF SEVERAL STAGES, EACH WITH SPECIFIC MISSION OBJECTIVES.

# ALIEN BESTIARY

FURY161-C-MAINFRAME

INPUT: LT. RIPLEY

FILECODE: ALIEN GROWTH

CLEARANCE: ALLALL

SECURITY: CODE RED URGENT

ALL EYES

THIS IS LIEUTENANT RIPLEY OF THE WEYLAND-YUTANI CORPORATION. IF YOU'RE READING THIS FILE, IT PROBABLY MEANS I WASN'T ABLE TO DESTROY ALL OF THE ALIENS INFESTING FURY 161. MAYBE YOU'VE ENCOUNTERED THEM ALREADY, MAYBE NOT. EITHER WAY, IF YOU WANT TO SURVIVE, YOU'LL NEED THIS INFORMATION.



THE XENOMORPH ALIENS ARE HIGHLY EVOLVED KILLING MACHINES, THE MOST DEADLY BEINGS EVER ENCOUNTERED. EVEN THE YOUNGEST OF THESE CAN KILL, SO READ THIS FILE CAREFULLY.

THE FIRST STAGE OF ALIENS HATCH FROM THE ALIEN QUEEN'S LEATHERY EGG PODS. THEY SCURRY ON LONG, SPIDER-LIKE EGGS. I CALL THEM FACE-HUGGERS FOR REASONS WHICH ARE ALL TOO OBVIOUS IF YOU'VE ENCOUNTERED THEM. IN THE ALIEN LIFE-CYCLE, FACE-HUGGERS ARE ESSENTIALLY CARRIERS: THEIR FUNCTION IS TO IMPLANT AN ALIEN PARASITE INSIDE A HOST, WHETHER HUMAN OR

OTHER. AFTER THAT, THEY DIE. IF A FACE-HUGGER ATTACHES ITSELF TO YOUR HEAD, SHAKE YOURSELF RAPIDLY IN ANY DIRECTION TO BREAK FREE, OR IT WILL CAUSE YOU SUFFOCATION DAMAGE.

A FACE-HUGGER'S PARASITE GROWS INSIDE ITS HOST UNTIL IT'S LARGE ENOUGH TO BREAK FREE THROUGH THE HOST'S CHEST. ONCE LOOSE, THESE SNAKE-LIKE CHEST BURSTERS ARE FAST AND AGGRESSIVE. THEY

REAR UP LIKE COBRAS TO ATTACK, STRIKING AT THE HEADS AND TORSOS OF THEIR TARGET, OR SPITTING ACID AT THEM.

WHEN THE CHEST BURSTERS GROW LARGER, THEY BEGIN TO LOOK MORE LIKE FULL-GROWN ALIENS,



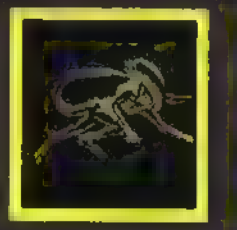
BUT LACK THE DEADLY GRACE OF THEIR ELDERS. THEY'RE GANGLY AND OFF-BALANCE, LIKE BAMBIS. ALIEN BAMBIS HUG THE GROUND LIKE STALKING CATS.

EVEN THOUGH THEY'RE AWKWARD THEY'RE STILL EXTREMELY DANGEROUS. WHEN THEY'RE NEAR, LISTEN FOR THE "HISSING" SOUND WHICH MEANS THEY'RE ABOUT TO SPIT.

WHEN THE BAMBIS GROW, THEIR STALKING GETS MORE ADVANCED AND MORE DEADLY. DEVELOPING

ALIENS ARE VERY DELIBERATE HUNTERS. THEY STICK LOW TO THE GROUND, AND CAN POUNCE IN AN INSTANT, SO DON'T LET THEM GET TOO CLOSE!

WHEN THESE BECOME FULLY DEVELOPED ALIENS,



THEY CAN ATTACH THEMSELVES TO WALLS AND CEILINGS, MEANING THEY CAN ATTACK YOU FROM ANY ANGLE, OFTEN BEFORE YOU EVEN NOTICE THEY ARE NEAR. BEWARE.

A FURTHER COMPLICATION: THE ALIENS APPEAR TO DISPLAY ADDITIONAL EVOLUTIONARY QUALITIES BEYOND SIMPLE GROWTH AND CHANGING BEHAVIOR, AND EACH ENSUING GENERATION DISPLAYS MARKEDLY INCREASED AGGRESSIVENESS: FIRST-GENERATION ALIENS APPEAR DARK GREY, SECOND-GENERATION ALIENS DARK BLUE, THIRD-GENERATION ALIENS ARE DARK GREEN, AND FOURTH-GENERATION ALIENS, EVIDENTLY THE MOST MATURE AND ADVANCED FORM, ARE DEEP RED.

MOST IMPORTANTLY: THERE'S AN ALIEN QUEEN NESTING IN THE LEAD MOLD OF FURY 161'S CENTRAL POWER GENERATOR. SINCE ONLY THE QUEENS LAY EGGS, IF SHE IS DESTROYED, THE ALIENS CAN'T MULTIPLY. I MUST THEREFORE EXTERMINATE HER TO PREVENT THE ALIENS FROM SPREADING FURTHER! MY PLAN IS TO STUN HER WITH AVAILABLE WEAPONRY, THEN DESTROY HER BY EITHER CRUSHING HER IN THE PISTONS OR BURYING HER IN MOLTEN LEAD.

THIS FILE WILL EITHER BE MY BLUEPRINT FOR

SUCCESS OR MY EPITAPH. IF I HAVE FAILED, USE THIS INFORMATION TO HELP YOU SURVIVE AND DESTROY THE ALIENS. THEY MUST NOT ESCAPE FURY 161. THEIR TERROR MUST END HERE.

GOOD LUCK.

YOU'LL NEED IT.

RIPLEY OUT.

END OF FILE

FURY161-C-MAINFRAME



## WEAPONS AND INVENTORY

FURY161-C-MAINFRAME

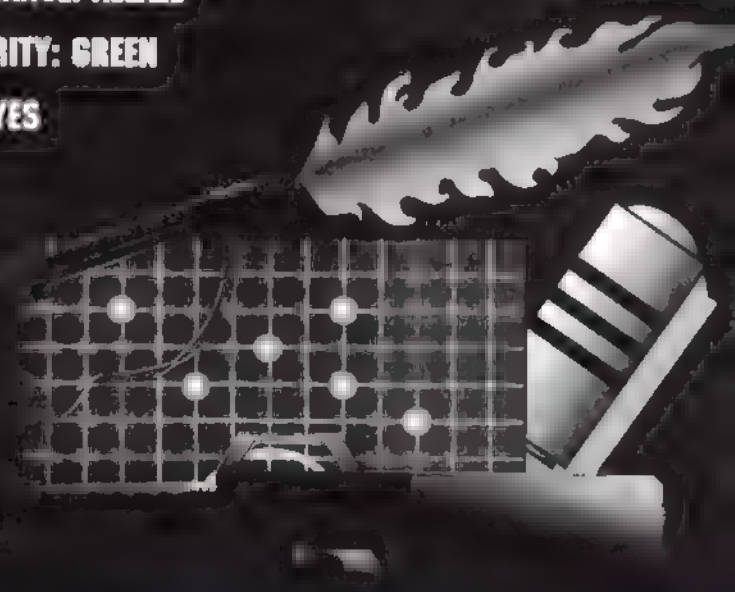
INPUT: WEYLAND-YUTANI

FILECODE: INVENTORY.W

CLEARANCE: ALLALL

SECURITY: GREEN

ALL EYES



## PULSE RIFLE

CLEARANCE: STANDARD ISSUE

RATE OF FIRE: 4 SHOTS/SECOND

CLIP SIZE: 100 ROUNDS/CLIP

RELOADING: TO RELOAD PICK UP RIFLE CLIPS LOCATED THROUGHTOUT FURY 161



## GRENADE LAUNCHER

CLEARANCE: STANDARD ISSUE; SUPPLEMENTAL TO PULSE RIFLE

RATE OF FIRE: 1 SHOT/SECOND

CLIP SIZE: 10 ROUNDS/CLIP

RELOADING: TO RELOAD PICK UP GRENADE CLIPS

## FLAME THROWER

CLEARANCE: NON-STANDARD ISSUE

SECURITY INDICATIONS: MAINTAIN IN SEALED STORAGE AREAS

RATE OF FIRE: 0.5 LITER/SECOND

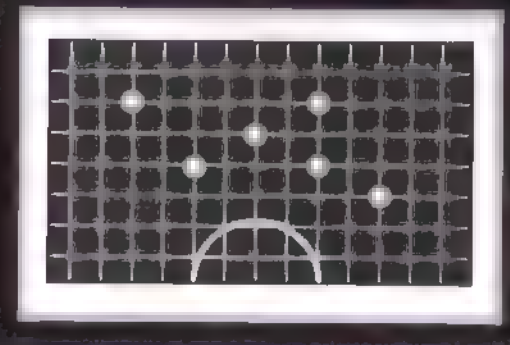
CANNISTER SIZE: 10 LITERS/CANNISTER

REFUELING: MULTIPLE FUELS, MANUAL OR AUTOMATIC

CAUTION: FUEL VARIES BY COLOR: RED FUEL PRODUCES LOW-POWERED FLAME, GREEN PRODUCES MEDIUM-POWERED FLAME, BLUE FUEL PRODUCES HIGH POWERED FLAME. PICK UP FUEL CANISTERS TO REFUEL.



## MOTION TRACKER

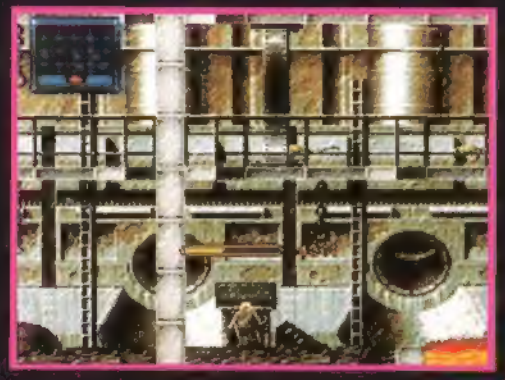


INDICATIONS: FOR SENSING MOVEMENT OF PERSONNEL AND/OR INTRUDERS THROUGHOUT FURY 161 WORK STATION

ACTIVATION: SELECT BUTTON

RADIUS OF EFFECTIVENESS: APPROXIMATELY 3 TIMES NORMAL VISIBILITY

## BLOWTORCH



CLEARANCE: MAINTENANCE TEAM, STANDARD ISSUE
INDICATIONS: FOR SEALING DOORS, REPAIRING DAMAGED PIPES AND WIRING
RATE OF WELD: APPROXIMATELY 5 SECONDS
FUEL NOTICE: BLOWTORCHES POSSESS AN UNLIMITED AMOUNT OF FUEL AND DO NOT NEED TO BE RELOADED



# EXPLORING FURY 161

THE FURY 161 WORK STATION IS A COMPLEX NETWORK OF ROOMS, STORAGE AREAS, ELEVATOR SHAFTS AND AIR DUCTS. YOU WILL HAVE TO TAKE THE UTMOST CARE IN NEGOTIATING YOUR WAY THROUGH THE STATION: ALIENS COULD BE LURKING ANYWHERE!

TO OPEN DOORS, WALK INTO THEM AND PRESS THE UP CONTROL PAD ARROW.

AIR DUCTS PROVIDE YOU WITH SHORTCUTS BETWEEN AREAS OF FURY 161. TO ENTER AN AIR DUCT FROM ABOVE, POSITION YOURSELF NEXT TO THE LADDER THAT EMERGES FROM THE DUCT, AND PRESS THE DOWN CONTROL PAD ARROW. TO ENTER FROM BELOW, POSITION YOURSELF BELOW THE LADDER, JUMP AND PRESS THE UP CONTROL PAD ARROW.



## SURVIVAL TIPS

AIR DUCTS ARE GOOD WAYS TO AVOID PLACES WHERE THERE IS A HEAVY POPULATION OF ALIENS, BUT REMEMBER THAT THEY MAY BE USED BY ALIENS TOO, AND THAT THEY ARE CRAMPED PLACES: YOU WON'T BE ABLE TO JUMP OR DUCK.

# NOTES

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## NOTES



## NOTES